

GLOOMHAVEN

General Icons



Element Icons (p.24)



Conditions and Effects (pp.22–23)



Equip Slots (p.8)



Enhancing

Attack 3

pp.45–47

Scenario Level (p.15)

Average level / 2, rounded up

Difficulty	Level
Easy	-1
Normal	+0
Hard	+1
Very Hard	+2

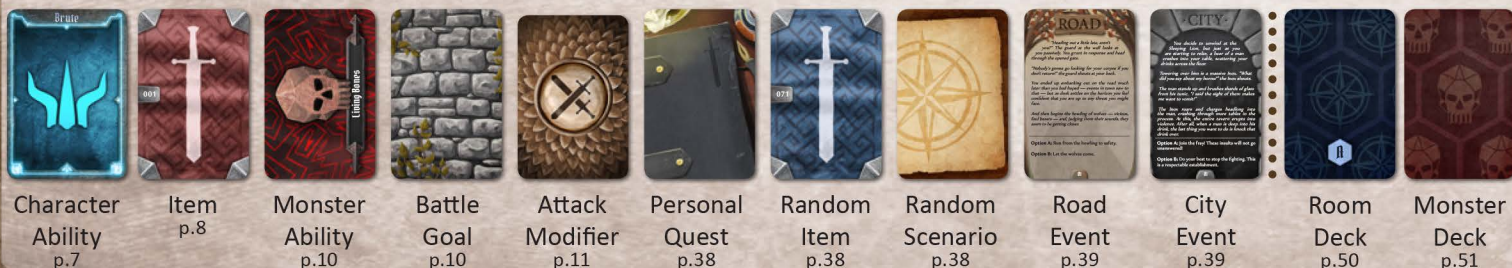
L	M	G	T	XP
0	0	2	2	4
1	1	2	3	6
2	2	3	4	8
3	3	3	5	10
4	4	4	6	12
5	5	4	7	14
6	6	5	8	16
7	7	6	9	18

L - Scenario Level
M - Monster Level
G - Gold Conversion
T - Trap Damage
XP - Bonus Experience

Monster Key (p.13)













Cards







GLOOMHAVEN

CONDITIONS

-  **POISON** – If a figure is poisoned, all enemies add +1 Attack to all of their attacks targeting the figure. If a Heal ability is used on a poisoned figure, the POISON token is removed, and the Heal has no other effect.
-  **WOUND** – If a figure is wounded, it suffers one point of damage at the start of each of its turns. If a Heal ability is used on a wounded figure, the WOUND token is removed and the Heal continues normally. If a figure is both poisoned and wounded, a Heal ability would remove both conditions but have no other effect.
-  **IMMOBILIZE** – If a figure is immobilized, it cannot perform any move abilities on its turn. At the end of its next turn, the IMMOBILIZE token is removed.
-  **DISARM** – If a figure is disarmed, it cannot perform any attack abilities on its turn. At the end of its next turn, the DISARM token is removed.
-  **STUN** – If a figure is stunned, it cannot perform any abilities or use items on its turn except to perform a long rest (in the case of characters). At the end of its next turn, the STUN token is removed. Players must still play two cards or rest on their turn, and if a player plays two cards while stunned, the actions played are not used, and the cards are simply discarded.
-  **MUDDLE** – If a figure is muddled, it gains Disadvantage on all of its attacks. At the end of its next turn, the MUDDLE token is removed.
-  **CURSE** – If a figure is cursed, it must shuffle a CURSE card into its remaining attack modifier deck. When this card is revealed through one of the figure's attacks, it is removed from the deck instead of being placed into the attack modifier discard pile.
-  **INVISIBLE** – If a figure is invisible, it cannot be focused on or targeted by an enemy. Invisibility does not affect a figure's interactions with his or her allies. At the end of its next turn, the INVISIBLE token is removed. Monsters treat invisible characters exactly as if they were obstacles.
-  **STRENGTHEN** – If a figure is strengthened, it gains Advantage on all of its attacks. At the end of its next turn, the STRENGTHEN token is removed.
-  **BLESS** – If a figure is blessed, it must shuffle a BLESS card into its remaining attack modifier deck. When this card is revealed through one of the figure's attacks, it is removed from the deck instead of being placed into the attack modifier discard pile.

ATTACK EFFECTS

-  **PUSH X** – The target is forced to move X hexes in a direction specified by the attacker, but each hex moved must place the target farther away from the attacker than it was previously. If there are no viable hexes into which to push the target, the push ends. The target can be pushed through its allies, but not its enemies. Flying enemies are not affected by traps in this way.
-  **PULL X** – The target is forced to move X hexes in a direction specified by the attacker, but each hex moved must place the target closer to the attacker than it was previously. If there are no viable hexes into which to pull the target, the pull ends. The target can be pulled through its allies, but not its enemies. Both push and pull effects are considered movements, however, they are not affected by difficult terrain. Flying enemies are not affected by traps in this way.
-  **PIERCE X** – Up to X points of the target's Shield are ignored for the attack. Unlike other effects, PIERCE is applied while calculating the accompanying attack damage instead of afterwards.
-  **ADD TARGET** – If a figure triggers this effect with an attack action, the figure may add an additional target within range to their attack. All added effects and conditions of the attack action are applied to the target, as well, except for effects that would result in additional targets outside of the original added target (e.g., area attacks).

ADDITIONAL INFORMATION

ADVANTAGE – draw two modifier cards from the deck and use whichever one is better.

DISADVANTAGE – draw two modifier cards from the deck and use whichever one is worse.

SHORT REST – Performed during cleanup step. Shuffle discard pile and randomly place one card in the lost pile, Return the rest to hand. If the player would like to keep randomly randomly lost card, suffer 1 damage and randomly lose a different card.. This can only be done once per rest.

LONG REST – Performed during selection step. Resting players have an initiative value of 99. At the end of the initiative order, choose to lose one discarded card, then return the rest of the cards to hand. The character also performs a 'Heal 2, Self' action and refreshes all spent item cards.

AVOIDING DAMAGE – Choose one card from hand or two cards from discard to negate damage (additional effects are still applied). Note that before a character acts in a round, the two cards chosen at the beginning of the round are neither in the player's hand or lost or discard pile, and so cannot be lost to negate damage.

LOOT – When a monster dies, a money token is placed on the hex where it died if it was not summoned or spawned. A character must loot any money tokens or treasure tiles present in the hex occupied at the end of the character's turn. Character summons do not perform end-of-turn looting. Monsters do not perform end-of-turn looting, but some have loot actions. Monster looted money tokens are lost and are not dropped again when the looting monster is killed. Monsters cannot loot treasure tiles.

VISITING GLOOMHAVEN – Whenever a party returns to Gloomhaven, they can: create new characters, complete city events, buy and sell items, level up characters, donate to the sanctuary, enhance ability cards, and announce retirement. A new visit to Gloomhaven can be triggered after every scenario played in campaign mode.